

Listing of Claims

1. (Currently Amended) A gaming machine comprising: having

a display displaying a number of won credits; and

a game controller

controlling arranged to control images of symbols to be displayed on the display,
~~the game controller being arranged to play a game wherein at least one random event is~~
~~caused to be displayed on the display means and, if a predefined winning event occurs,~~
~~the machine awards a prize,~~

effecting on the display a bonus feature wherein the gaming machine further
~~comprising a game feature in which~~ at least a first outcome is guaranteed to be a
successful outcome,

awarding where a player is awarded a prize of a number of credits,

accumulating the number of credits to the won credits, and where, upon being
~~awarded at least one prize in the feature, a player is offered~~

offering through the display a choice between continuing the bonus feature and
~~ending the bonus feature, and,~~

if the choice is continuing the bonus feature, determining a subsequent prize for a
successful subsequent outcome, a probability of a successful subsequent outcome based
on the subsequent prize of a successful subsequent outcome and the credits accumulated,
and a subsequent outcome, results in

if the subsequent outcome is a successful outcome, offering through the display
~~the player has the option of continuing with the bonus feature but,~~

if the subsequent outcome is choice results in an unsuccessful outcome, ending
the bonus feature [[ends]], and forfeiting at most a portion , but not all, of the credits a
total prize accumulated up to termination of the feature is forfeited, and wherein a
~~probability of success of the outcome is determined by the controller so that an average~~

~~total prize awarded for the feature if the player continues with the feature is approximately the same as the total prize the player would get if the player chose to leave the feature.~~

2. (Currently Amended) The gaming machine of claim 1, wherein the game controller effects the bonus in which the game feature is a second screen feature which is triggered when a predetermined trigger condition occurs in a base game.

3. (Currently Amended) The gaming machine of claim 1, wherein the in which a screen display of the game feature displays a paytable that indicates [[the]] a number of credits that will be paid for various successful outcomes which occur during the playing of the bonus feature.

4. (Currently Amended) The gaming machine of claim 3, wherein the in which the screen display of the second screen feature includes a prize meter which provides a cumulative total of the number of credits won due to successful outcomes which have occurred during the playing of bonus the feature.

5. (Canceled)

6. (Canceled)

7. (Currently Amended) The gaming machine of claim 1, wherein the choice is continuing the bonus feature in which, should the player desire to continue with the feature, the game controller determines the prize for a successful subsequent outcome stage of the feature in the same way as for any previous stage of the feature by making using a weighted random selection to determine the size of a prize associated with that stage.

8. (Canceled)

9. (Currently Amended) The gaming machine of claim 1, wherein ~~8, in which~~ the probability of a successful subsequent outcome ~~suecess~~ is determined by the following equation:

$$Ps = (\text{Number of credits that may be lost } \underline{\text{from the credits accumulated}}) / (\text{Number of credits that may be lost } \underline{\text{from the credits accumulated}} + \text{New prize}).$$

10. (Currently Amended) The gaming machine of claim 1, further comprising ~~which includes~~ a selector ~~to allow the player the opportunity of~~ receiving an input choice between ~~opportunity of~~ continuing and ending the bonus ~~with or leaving the feature~~.

11. (Currently Amended) The gaming machine of claim 1, wherein ~~in which~~ the portion of forfeited credits ~~the total prize which the player forfeits if an unsuccessful outcome occurs if the player continues with the feature~~ is half of the accumulated credits ~~the total prize accumulated up to the time of the unsuccessful outcome occurring~~.

12. (Currently Amended) A method of playing a game on a game playing apparatus, the method comprising:

displaying a number of won credits, and a bonus feature guaranteeing a successful first outcome;

awarding a number of credits based on the successful ~~game playing apparatus having a display and a game controller arranged to control images displayed on the display, the game further comprising a game feature in which at least a first outcome; is guaranteed to be a successful outcome where a player is awarded a prize of a number of credits and where,~~

~~upon being awarded at least one prize in the feature, a player is offered~~

accumulating the number of credits to the number of won credits;

offering a choice between continuing the bonus feature and ending the bonus feature; and
~~the method including;~~

if the choice is continuing the bonus feature, determining a subsequent prize for a
successful subsequent outcome, a probability of a successful subsequent outcome based on the
subsequent prize of a successful subsequent outcome and the credits accumulated, and a
subsequent outcome;

if the subsequent outcome is results in a successful outcome, providing an the player with
~~the option of continuing with the~~ bonus feature; and

but, if the choice results in an unsuccessful outcome, ending the bonus feature ~~[[ends]]~~
and forfeiting at most a portion ~~;~~ but not all, of the credits ~~a total prize~~ accumulated up to
termination of the feature is forfeited, and wherein a probability of success of the outcome is
determined by the controller so that an average total prize awarded for the feature if the player
continues with the feature is approximately the same as the total prize the player would get if the
player chose to leave the feature.

13. (Currently Amended) The method of claim 12, further comprising triggering the bonus
feature which includes implementing the game feature as a second screen feature which is
~~triggered~~ when a predetermined trigger condition occurs in a base game.

14. (Currently Amended) The method of claim 12, further comprising ~~which includes~~
displaying a payable on a screen display of the bonus ~~[[game]]~~ feature, the payable indicating
~~[[the]]~~ a number of credits that will be paid for various successful outcomes ~~which occur during~~
~~the playing of the~~ bonus feature.

15. (Currently Amended) The method of claim 14, further comprising displaying in which
~~the screen display of the second screen feature includes a prize meter and in which the method~~
~~includes~~ providing a cumulative total of the number of credits won due to successful outcomes
~~which have occurred during the playing of the feature.~~

16. (Canceled)

17. (Canceled)

18. (Currently Amended) The method of claim 12, further comprising if the choice is continuing the bonus which includes, should the player desire to continue with the feature, determining the prize for a successful subsequent outcome with stage of the feature in the same way as for any previous stage of the feature by making a weighted random selection to determine the size of a prize associated with that stage.

19. (Canceled)

20. (Currently Amended) The method of claim 1, wherein 19 which includes determining the probability of a successful subsequent outcome comprises using success by the following equation:

$$P_s = (\text{Number of credits that may be lost from the credits accumulated}) / (\text{Number of credits that may be lost from the credits accumulated} + \text{New prize}).$$

21. (Currently Amended) The method of claim 12, further comprising which includes setting the portion of the forfeited credits to total prize which the player forfeits if an unsuccessful outcome occurs if the player continues with the feature as half of the accumulated credits the total prize accumulated up to the time of the unsuccessful outcome occurring.